

**LYNNWOOD/EDMONDS PARKS & RECREATION DEPARTMENT  
2018 SLOW-PITCH SOFTBALL LEAGUE CONSTITUTION**



**CO-ED LEAGUE**



**ARTICLE I - ORGANIZATION**

- Section 1** This organization shall be known as the Lynnwood/Edmonds Parks and Recreation Department Slow-Pitch Softball League. This *League Constitution* will govern games in conjunction with supplemental USSSA rulebook.
- Section 2** This organization shall be coordinated by the Lynnwood/Edmonds Parks and Recreation Department. Policy questions not covered in these rules are acted upon by the League Director / Athletic Office, with the power to arbitrate and make final decisions or to make changes as needed.
- Section 3** **The City of Lynnwood/Edmonds does not provide insurance coverage for League participants, nor accept responsibility for injuries.**

**ARTICLE II - FINANCES**

- Section 1** Full League Fee is due at time of registration. Checks are to be made payable to the "City of Lynnwood or City of Edmonds". Payment must be made at the Recreation Building 18900 44th Avenue West or The Frances Anderson Center 700 Main Street, Edmonds.
- Section 2** Refund requests for athletic leagues must be made a minimum of three weeks before league play begins. Teams will then be eligible for a full refund less a \$10.00 processing fee. Entry fees are **non-refundable** within three weeks of league play.

**ARTICLE III - PLAYER ELIGIBILITY**

- Section 1** In an effort to make our leagues competitive, both Edmonds and Lynnwood League Directors have come up with a NEW player eligibility article for all Men's and Coed Softball Leagues. This will require each team that signs up to turn in a roster before the managers meeting. Rosters will be verified by USSSA office for players classification. Once rosters have been checked any player caught playing in the wrong division will be kicked out of the league for that season and the game will be a forfeit.
- **No Players categorized Above C Level can play in the Edmonds/Lynnwood Softball Leagues.**
  - **Only 3 players categorized C level by USSSA can be on a roster for any Upper Division Team.**
  - **Only players categorized E and E-Rec level by USSSA can be on a roster for Lower Division Teams**

**ARTICLE IV - PLAYERS**

- Section 1** Signed rosters are due prior to the managers meeting. Failure to submit a roster before your first game will cause current & future games to be forfeited until the roster is turned in. Forfeited games will not be made up.

- Section 2 All players must be 18 years of age by the first scheduled game.
- Section 3 Before a team's third game, player(s) may be added to the team rosters. After the 3<sup>rd</sup> week of the season, rosters will be closed, and new players will not be approved. Beyond the third game, teams with rosters falling to 12 or less members through accident or injury may add up to two (2) additional players after receiving approval from the Athletic Office. **Absolutely no roster changes may be made after the final regular season game** so plan ahead to be able to field a team for league affiliated tournament play. Roster addition forms must be turned in prior to start time for the individual to be eligible for that game. Roster addition forms are included in each team's registration packet, by downloading the forms on the league website or by calling the Athletic Office.
- Section 4 No transfer of players from one team within the same night of the Lynnwood/Edmonds Co-Ed Slow-Pitch Softball League to another after play begins. Players may only play on one Co-Ed team per night in the season.
- Section 5 Maximum number of players on a team roster shall not exceed 20 players.
- Section 6 Teams using players under assumed names, players not officially on the roster, or otherwise illegal players will be subject to forfeit game(s) in which that player participated.
- Section 7 Players must be able to prove their identity at any time to the officials or a representative of the City of Lynnwood/Edmonds Parks and Recreation Department. All rosters will be available for inspection upon request. Photo ID. required. **Players unable to provide identification will be automatically suspended for the remainder of the game in question.**
- Section 8 Uniforms are not required for league or league affiliated tournament play, nor are there any restrictions/requirements on headwear.

## ARTICLE V - LEAGUE RULES

- Section 1 Weekday games will begin at 6:10pm and Sunday games begin at 5pm. Weekday games will be given a 5 minute grace period that will go against the time limit. For Sunday games, game time is forfeit time. No grace periods are allowed for Sundays coed play.
- Section 2 If ten members are not available at game time, play may begin with eight or nine players. When playing with 9 players, teams may play with 5 men and 4 women or visa versa. Late players must be added to the bottom of the line-up as long as their team has not completed one full turn at bat. Otherwise will need to be used as a substitute. If you do choose to start with nine players, the tenth position **will be an out.**
- Section 3 Teams may begin the game with 8 players. If playing with 8 players, the teams must play with 4 women and 4 men. There is no other gender format allowed when playing with 8 players. If a team does not have 4 girls, or 4 men at game time or throughout the game, the team will need to forfeit. As long as the team is playing with 8 players, there **will not be any automatic out** when dealing with the batting order. **Progressive batting order is aloud.**
- Section 4 Ground rules will be discussed by team managers and umpires before game begins. If no managers' meeting is called by the umpire, and play begins without either manager asking for a meeting, it will be implied that the ground rules are then understood by both teams.

Section 5     **The scheduled time listed on the league schedule will be the official start time.** Game will end **one hour and ten minutes** from the scheduled start time. Manager meetings, injuries, late umpires, etc. are considered part of the one hour and ten minute time limit. Umpires watch is the official watch. If you have a question on the amount of time remaining, ask the umpire.

*Situations in **any** inning if the 1:05 minute time limit expires...*

- If play is in the top of any inning (visiting team at bat) then the game will end, the final score will be determined by using the score of the previous completed inning. Including ties.
- If play is in the bottom of any inning (home team at bat) and the home team has the lead, regardless of outs, the game is over and they are declared the winner.
- If play is in the bottom of any inning (home team at bat) and the home team is behind, they shall be given the opportunity to take the lead and win the game or finish the inning with three outs. If the game is tied after the completed inning, it is recorded as a tie.

**Starting time and game length are not eligible for protest.**

Section 6     The EH Rule is in effect in all divisions. A maximum of 14 batters may be in the batting line-up at a time. The batting order should be that 2 males never bat consecutively. Two women may bat back-to-back, but this situation is limited to one position in the line-up, throughout the game. If a player becomes unable to continue batting and no substitution of the same sex is available, an automatic out will be given each time that position comes up in the batting order. Unless starting with 8 players at which point the game will be a forfeit. Once a team chooses to use extra hitters they must continue to bat the same amount of players throughout the game.

Section 7     Once a batting order is set for the game, players are "locked" in their batting position. A substitute (player not among starters) may enter the game once. No re-enter is possible for a substitute. The starting player and substitute may not be in the line up at the same time. Defensive position swaps are unlimited, but players must keep their original spot in the batting order.

Section 8     The Mercy Rule states if after four completed innings one team is ahead by fifteen(15) or more runs, the game will cease and scores will stand. If after five or more completed innings one team is ahead by ten(10) or more runs, the game will cease and scores will stand. The *Mercy Rule* will also be in effect during tournament play.

New in  
2016

Section 9     **Home Run Rule: BALLS MUST BE HIT OVER THE NET.** *Three home run limit, then progressive +1 for the rest of the game. All excessive home runs will be **Dead Ball Outs (DBO)**.*

New in 2016

Section 10     If a male is walked on 3 straight pitches, that male will advance to second base and the following female can choose to hit or take 1<sup>st</sup> base. If a male player obtains a strike in his at bat, then is walked, he will receive 1<sup>st</sup> base and the female coming to bat must take her turn.

New in 2016

Section 11     There are no restrictions or limitations on the playing positions of male or female players. Batting order must alternate sex; exception for Art IV section 6.  
**Women batters use an 11" (44 core) softball, and men use 12" (40 core) softball.**

**Section 12** Only one courtesy runner per sex, per inning may be used. The Courtesy runner will be the last player called out. If in the first innng of the game, no courtesy runner may be used until an out is recorded of the same sex. Only the last male called out can run for a male and only the last female out can run for a female. You get one male and one female courtesy runner per inning.

New in 2016

**Section 13** Pitching arch shall be no higher than 10' and a minimum of 3' from the point of release.

**Section 14** There will be no infield practice allowed prior to a game. Pitchers will receive three (3) warm-up pitches for the 1st inning and one (1) thereafter for all remaining innings. All new pitchers will receive three (3) warm-up pitches.

**Section 15** The City of Lynnwood/Edmonds and USSSA shall continue to place an emphasis on not tolerating the use of extreme profanity on the field. Extreme profanity may result in suspension from future sanctioned City of Lynnwood/Edmonds and USSSA events.

**Section 16** The 3-2 count will be in use. The batter will be called out on the second foul ball after having one strike.

New in 2016

**Section 17** Base length for Co Ed is 70 feet.

**Section 18** **All players/coaches must be in the dugout and/or bench area, only exceptions are the next to bat in the on deck circle, and base coaches.**

**Section 19** **Only players listed on the official roster are allowed in the dugout and/or bench area.**

## **ARTICLE VI - LEAGUE POLICIES & PROCEDURES**

**Section 1** Rainouts are determined by the Athletic Office by 3:30pm. Make up games will be posted on the **leaguelineup.com/lynnwoodsoftball** website. Players and managers may call the rainout line at 425-670-5586 to check the status of the games.

**Section 2** Once games begin rainouts will be called on the playing field by the umpire or Recreation Department staff. Both teams must be present at game time with full squads unless previously notified. If one team is on the field with a full squad and ready to play and the other team is without a full squad when a game is called due to rain, the team with the full squad will win by forfeit. Rainouts may be rescheduled on any day during the week depending on availability.

**Section 3** Home team is the first team listed on the schedule and will keep the game ball after the game. Home team will be the official scorekeeper as required by the league. Home team must provide a good condition back-up ball of equal quality for the game. (USSSA Approved).

**Section 4** Line-ups should be given to scorekeepers prior to game time. Last name and first initial are mandatory. It is strongly advised that scorekeepers communicate with each other throughout the game, as to avoid scorekeeping discrepancies.

**Section 5** In the event of rain / darkness / time, the umpire may cancel the game. If four or more innings have been completed, the team ahead will be declared the winner. If an inning is not completed, the final

score will be determined by using the completed score of the previous inning. If four innings have not been completed, the game will be replayed.

Section 6 In the event a game cannot be officially completed, managers must contact the League Director within 48 hours to arrange for a make-up time. Failure to do so will result in an arbitrary decision by the League Director/Athletic Office.

Section 7 During the season there will be **no infield practice**. Teams can warm-up in the outfields prior to game time.

Section 8 Teams that have forfeited two or more games may be suspended from current and future league play. **Returning teams with two or more forfeited games without any prior notice to the league, or to the team in any given (1) season (i.e. Spring, Summer, Fall) will have their current “returning team” status voided for the next years same season early registration period.**

Section 9 The umpire and/or Parks Department staff will declare forfeits.

Section 10 Once league schedules are issued, **regularly scheduled games will not be rescheduled**, teams must play or forfeit. Rainout reschedules are excluded.

## **ARTICLE VII – PLAYOFFS**

Section 1 Final league standings will determine the tournament seeding. Season games that end tied at the completion of regulation play shall be considered a tie in the final league standings. If two teams have the same win/loss record at the completion of the season, the team who beats the team it is tied with (head to head competition) will receive the higher seeding. If three or more teams are tied and it cannot be determined by head to head, the team with the higher run differential versus the teams they are tied with, will receive the higher seeding. Run differential is determined by subtracting the defensive runs from the offensive runs. Once a multiple team tie is broken using a point differential, the remaining teams revert back to a head to head method.

### **League Tie Breaking Method**

- \*Head to Head Competition
- \*Games Between Tied Teams Run Differential
- \*Overall League Run Differential
- \*Coin Flip

### **Tournament Play**

- \*International Tie-Breaker

Section 2 Any team that is lacking a game(s) that was not made up prior to the tournament will have their positioning determined by using the percentage of wins/losses for the number of games they did play. This will be compared to the win/loss percentage of the other teams.

Section 3 The top four teams in each division will participate in a single elimination post season tournament.

Section 4 In tournament play, the home team will be determined by the highest seeded team.

New in 2016

Section 5 All tournament protests must be solved on the field during regulation game time.

## ARTICLE VIII - SUSPENSIONS

Section 1 Any player, manager, or team guilty of unsportsmanlike behavior as judged by the umpire or League Director (before, during or after the game), shall be ejected from the field for that game. Depending on severity of situation, stages of penalties involving unsportsmanlike behavior range from

- ♦ Ejection from remainder of said game.
- ♦ Suspension of **one to two scheduled games**.
- ♦ Suspension from **any** league play for one calendar year.

Stages are determined by umpire/Athletic Office. Persons ejected from a game for misconduct reasons must leave the area around the ball field or the park if umpire or city/league staff so request. Refusal to comply with umpire or city/league staff request to leave the complex grounds after an ejection will cause a forfeit for their team.

Section 2 If at any time during the balance of the season previously ejected managers/players/teams are ejected for a second time, that person will be suspended for the next **two scheduled games**. Depending on the severity of the infraction, longer suspensions may be given. Should the suspended player participate in the next scheduled games or as a spectator act in an unsportsmanlike manner, the team will receive an automatic forfeit, and could be possibly suspended from future City of Lynnwood USSSA tournament and league play.

Section 3

<u>Stage 1:</u>	Includes unsportsmanlike conduct, unnecessary roughness, etc. <b>Penalty:</b> Ejection for remainder of the game. Umpire/Athletic Office will determine if penalty will be Stage 1 or Stage 2.
<u>Stage 2:</u>	Same as Stage 1 only more severe. <b>Penalty:</b> Ejection for remainder of game plus next scheduled game.
<u>Stage 3:</u>	Includes severe Stage 2 violations, threatening or striking an umpire, player, city staff, or spectators, or possession of alcoholic beverages, drugs, or other major violations. <b>Penalty:</b> Immediate suspension from any league and / or USSSA play for a minimum of one calendar year.

All ejected players names are reported to Athletic Office and kept on file for one calendar year.

Section 4 Park use and school ordinances will be enforced at the Meadowdale Playfields. Players will not be allowed to participate while under the influence of drugs/alcohol. Tobacco use consists of smoking or chewing. Any team observed drinking or using tobacco may face league suspension as stated in Stage 3. **Individual and/or team fines may be issued up to \$500.**  
**PROHIBITED**

- ♦ **Drinking Alcoholic Beverages.**
- ♦ **Use of any Tobacco.**

## ARTICLE IX - PROTESTS

Section 1 Starting time and game length are not eligible for protest.

Section 2 Any protest of a game must be declared by the team manager to the umpire immediately following the incident in question. The protest must be documented in the official scorebook with managers and

umpire signatures prior to the next play. Failure to follow the above procedure will invalidate any protest.

Section 3 Protests must be made in writing with full details and mailed/delivered to the League Director of Lynnwood/Edmonds Parks Department within 24 hours after the incident took place. All protests must be accompanied by a \$25 protest fee, which will be refunded if the protest is allowed. If the protest is not upheld, the fee shall be forfeited.

Section 4 All protests shall be ruled upon by the League Director/Athletic Office.

### ARTICLE X - EQUIPMENT



*The only bats allowed in tournament & league play will be USSSA 1.20 embedded stamped bats (stickers do not qualify). This is to ensure that “worn, damaged, modified or tampered” bats will not be used during league play and are strictly prohibited. Failure to abide by this rule will result in penalties including probation and/or suspension. It is your responsibility to ensure that your players are aware of this rule. Umpires and staff will be on the look-out for such bats. If there is a question as to the condition of your bat, please make sure you bring the bat in question to the attention of the umpire.*

Section 1 No titanium or triple-walled bats are allowed in league play. Double-walled bats with a rating stamp of BPF 1.20 (USSSA Approved) are allowed in league and league tournament play. Metal cleats are not permitted, but multi-purpose cleats are okay.

Section 2 Teams are responsible for providing bats, practice balls, gloves, **first aid kits** and other miscellaneous equipment as needed. The Recreation Department is not responsible for the loss or damage to equipment of teams. Articles found will be held at the Athletic Complex until the lost & found bin is full.

Section 3 Damage to Recreation Department or school facilities, equipment, etc. caused by deliberate misuse or abusive treatment will be the responsibility of the manager/team. Failure to pay for damages or make arrangements to do so before the next game will result in immediate suspension of the team with no refund given.

### ARTICLE XI - MISCELLANEOUS

Section 1 In case of no umpires at the game, teams are encouraged to play the game with someone else officiating as long as this person is agreed to by both managers. Protests must be worked out on the field and will not be acted upon by the League Director. Step in umpires will not be compensated. **City employees are ineligible to call games.** These games will count toward season ending standings. If the Field Staff is unavailable, please call the Umpire Assignor at (206) 344-9519.

Section 2 Report all accidents/injuries to the Recreation Department immediately.

Section 3 Pets/dogs are allowed/permitted as long as on a leash. Pets/dogs in violation may be removed by Animal Control and owners ticketed.

Section 4 Parking is approved at facilities' parking lot only.

\*Revised – January 2019